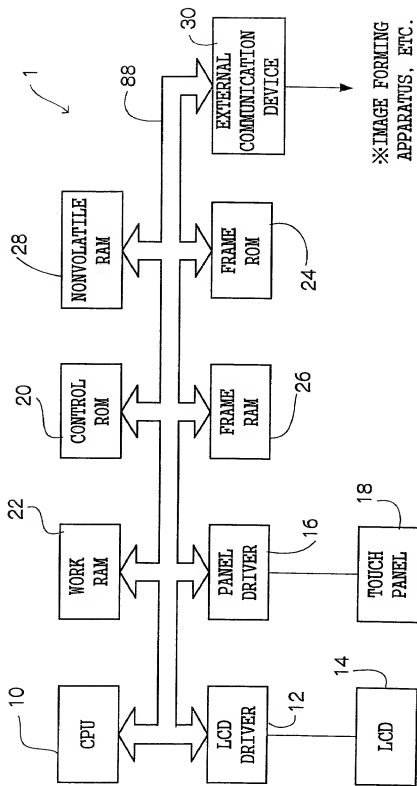
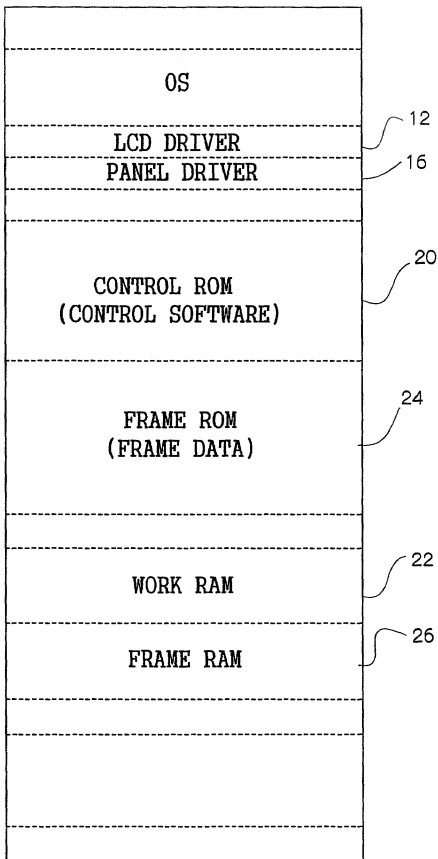


FIG. 1



F I G . 2

ADDRESS 0



0985099.110701

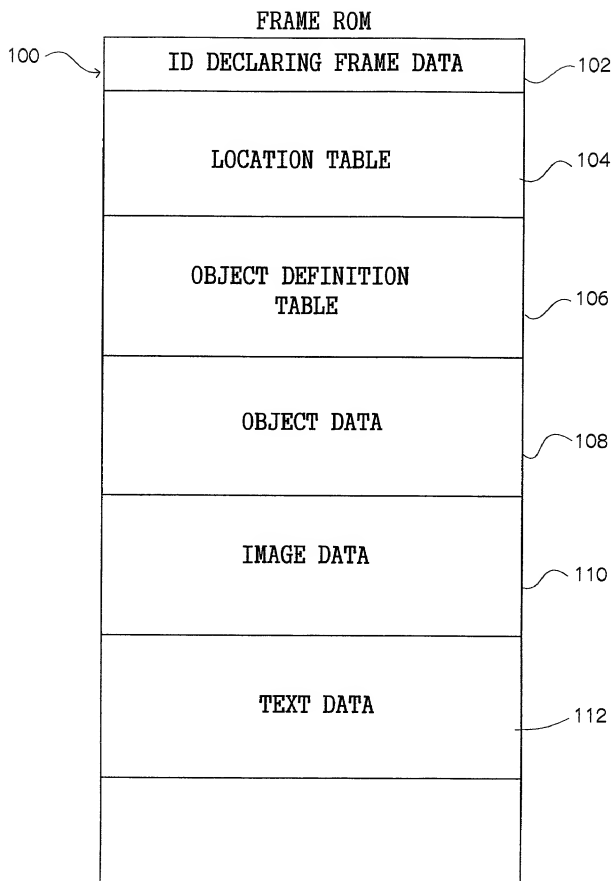
F I G . 3

FRAME RAM

NUMBER OF BUTTONS TO BE DISPLAYED OF DUPLEX/ SIMPLEX BUTTON SET
:
STATE OF SIMPLEX→SIMPLEX BUTTON (OFF/ON)
:

102011-0055000

F I G. 4



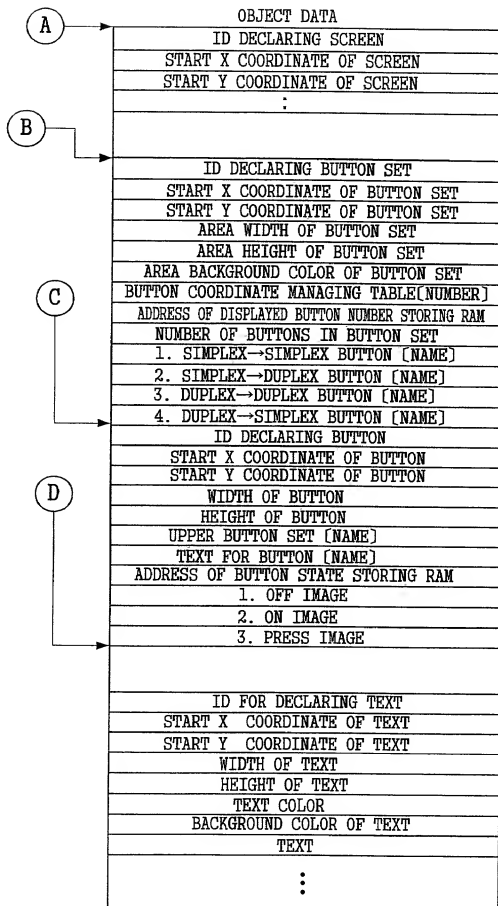
00085599-140704  
102011-66658660

FIG. 5 A

OBJECT DEFINITION TABLE	
OBJECT NAME	POINTER
:	
DUPLEX/SIMPLEX SELECTION SCREEN	A
CLOSE BUTTON	
CANCEL BUTTON	B
DUPLEX/SIMPLEX BUTTON SET	
SIMPLEX→SIMPLEX BUTTON	C
SIMPLEX→DUPLEX BUTTON	
DUPLEX→DUPLEX BUTTON	
DUPLEX→SIMPLEX BUTTON	
FINISHED STATE BUTTON SET	
REGISTRATION FOR SIDE BINDING BUTTON	
REGISTRATION FOR TOP BINDING BUTTON	
ORIGINAL SETTING ORIENTATION BUTTON SET	
TOP TO TOP ORIENTATION BUTTON	
TOP TO LEFT ORIENTATION BUTTON	
:	D
"SIMPLEX→SIMPLEX" TEXT	
"SIMPLEX→DUPLEX" TEXT	
"DUPLEX→DUPLEX" TEXT	
"DUPLEX→SIMPLEX" TEXT	
:	

09085999.110701

FIG. 5 B



00000000.140704

F I G. 6 A

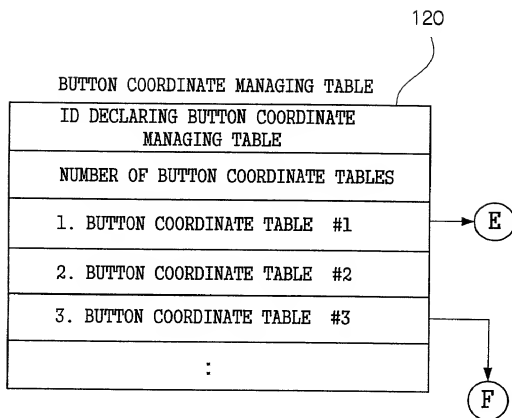
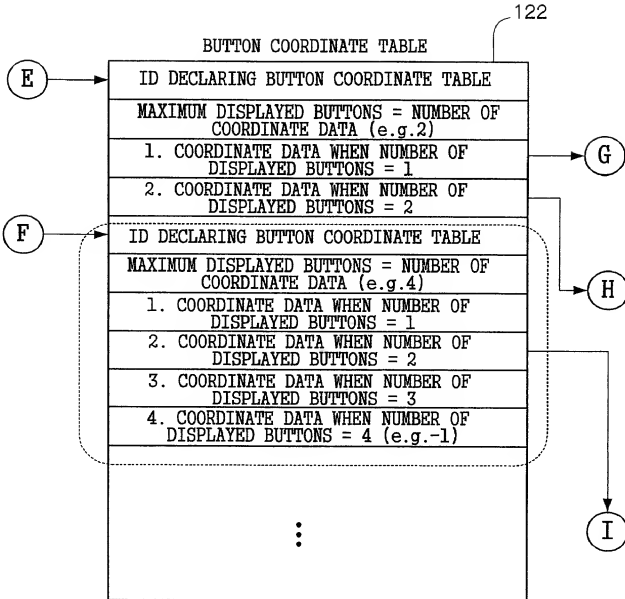


FIG. 6 B



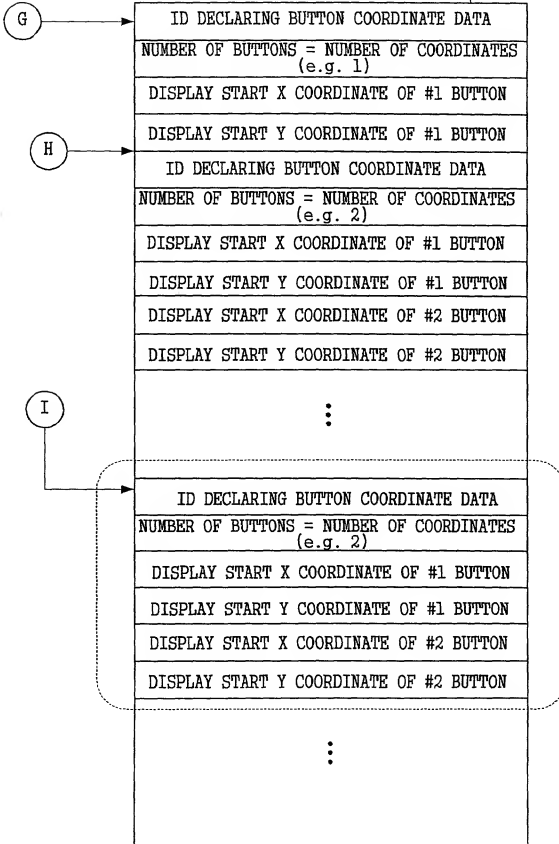
102011-65658660



FIG. 6 C

124

BUTTON COORDINATE DATA



0998599.110701

## F I G. 7 A

BUTTON INFORMATION RECEIVING-AREA COORDINATE TABLE 128

TABLE DISPLAYING ALL BUTTONS OF DUPLEX/SIMPLEX  
BUTTON GROUP

NAME OF BUTTON	START X COORDINATE	START Y COORDINATE	END X COORDINATE	END Y COORDINATE	ADDRESS OF FUNCTION TO BE CALLED WHEN BUTTON IS PRESSED
:					
SIMPLEX→SIMPLEX BUTTON	20	80	60	118	ksPressProc
SIMPLEX→DUPLEX BUTTON	20	120	60	158	ksdPressProc
DUPLEX→DUPLEX BUTTON	20	160	60	198	ksddPressProc
DUPLEX→SIMPLEX BUTTON	20	200	60	238	ksdsPressProc
:					
:					

## F I G. 7 B

TABLE DISPLAYING ONLY SIMPLEX→SIMPLEX BUTTON AND SIMPLEX→DUPEX BUTTON

NAME OF BUTTON	START X COORDINATE	START Y COORDINATE	END X COORDINATE	END Y COORDINATE	ADDRESS OF FUNCTION TO BE CALLED WHEN BUTTON IS PRESSED
:					
:					
SIMPLEX→SIMPLEX BUTTON	20	120	60	198	&esPressProc
SIMPLEX→DUPEX BUTTON	20	180	60	218	&edPressProc
DUPEX→DUPEX BUTTON	640	240	0	0	&ddPressProc
DUPEX→SIMPLEX BUTTON	640	240	0	0	&dsPressProc
:					
:					

F I G . 8

IMAGE DATA

OFF BITMAP



ON BITMAP



PRESS BITMAP



F I G . 9









LCD			
READY TO COPY (SIMPLEX → DUPLEX)		REMAINING CAPACITY OF MEMORY 100% SET 1	
DUPLEX/SIMPLEX SELECTION		CANCEL CLOSE	
FINISHED STATE			
 SIMPLEX → SIMPLEX  SIMPLEX → DUPLEX		 REGISTRATION FOR SIDE BINDING  REGISTRATION FOR TOP BINDING	
		ORIGINAL SETTING ORIENTATION  	
		 TOP TO TOP ORIENTATION  TOP TO LEFT ORIENTATION	

FIG. 10

LCD		REMAINING CAPACITY OF MEMORY 100% SET 1	
READY TO COPY (SIMPLEX → DUPLEX)			
DUPLEX/SIMPLEX SELECTION		CANCEL CLOSE	
FINISHED STATE SIMPLEX → SIMPLEX SIMPLEX → DUPLEX DUPLEX → DUPLEX DUPLEX → SIMPLEX		ORIGINAL SETTING ORIENTATION REGISTRATION FOR SIDE BINDING REGISTRATION FOR TOP BINDING TOP TO TOP ORIENTATION TOP TO LEFT ORIENTATION	

FIG. 11 A

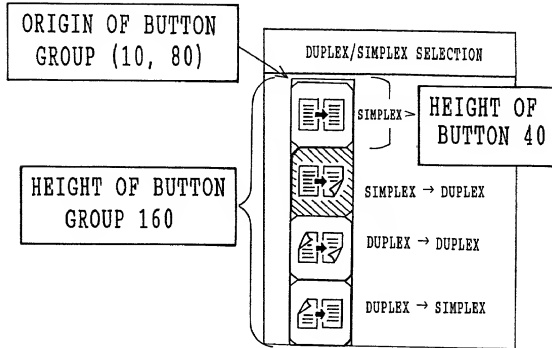


FIG. 11 B

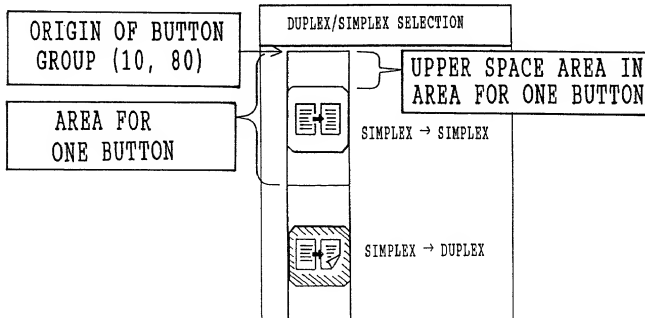


FIG. 12

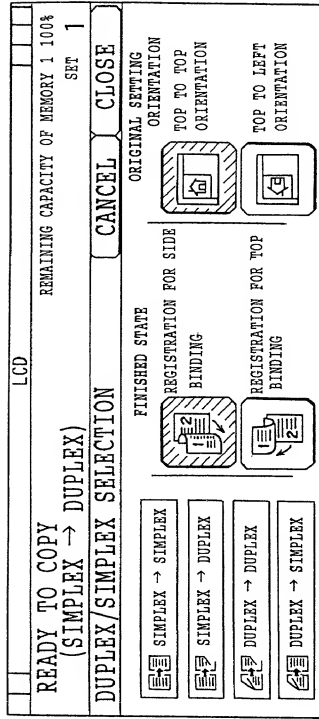




FIG. 13

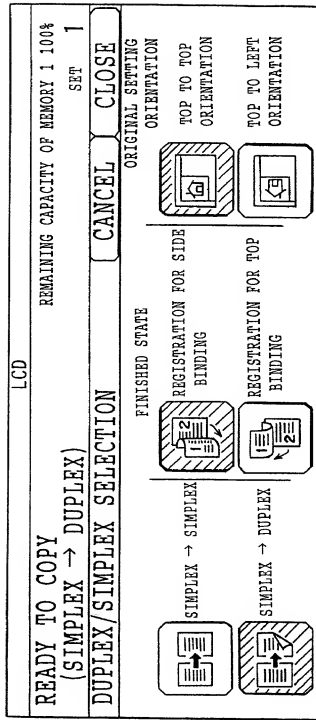


FIG. 14A

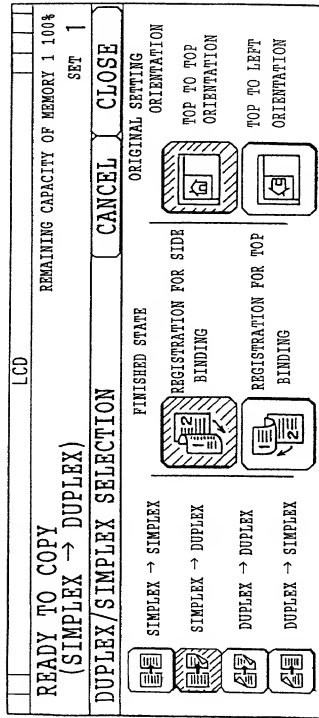


FIG. 14 B

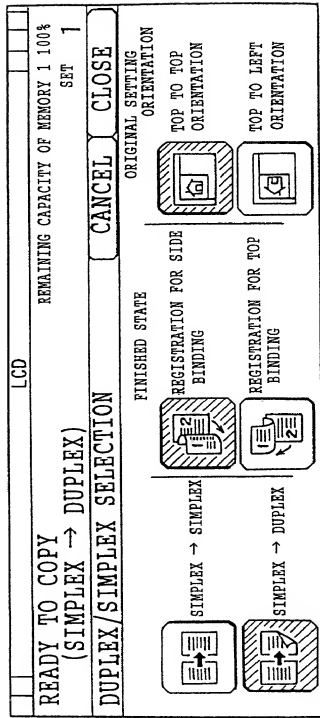






FIG. 15

LCD		REMAINING CAPACITY OF MEMORY 1 100%				SET 1
<div> <div>READY TO COPY</div> <div> <div>1. BASIC COPY FUNCTION</div> <div>2. ADVANCED COPY FUNCTION</div> <div>3. IMAGE QUALITY ADJUSTMENT</div> <div>4</div> <div>5</div> <div>6</div> <div>FUNCTION SWITCHING MENU</div> </div> </div>						
<input type="checkbox"/> DUPEX/SIMPLEX SELECTION SIMPLEX → SIMPLEX		<input type="checkbox"/> SORTING AUTOMATIC SORTING		<input type="checkbox"/> COPY POSITION/ BINDING MARGIN FRONT: DO NOT MOVE BACK: DO NOT MOVE		
<input type="checkbox"/> BORDER ERASE <div> <div>2mm</div> <div>2mm</div> <div>0mm</div> </div>		<input type="checkbox"/> COMBINE ONTO ONE SHEET (N UP) NO		<input type="checkbox"/> OHP INTERLEAF NO		

FIG. 16

LCD		REMAINING CAPACITY OF MEMORY 1 100% SET 1	
READY TO COPY (SIMPLEX → DUPLEX)		CANCEL CLOSE	
DUPLEX/SIMPLEX SELECTION			
 SIMPLEX → SIMPLEX  SIMPLEX → DUPLEX		FINISHED STATE REGISTRATION FOR SIDE BINDING 	
		ORIGINAL SETTING TOP TO TOP ORIENTATION 	
		TOP TO LEFT ORIENTATION 